How to cut advanced photo collage in GIMP

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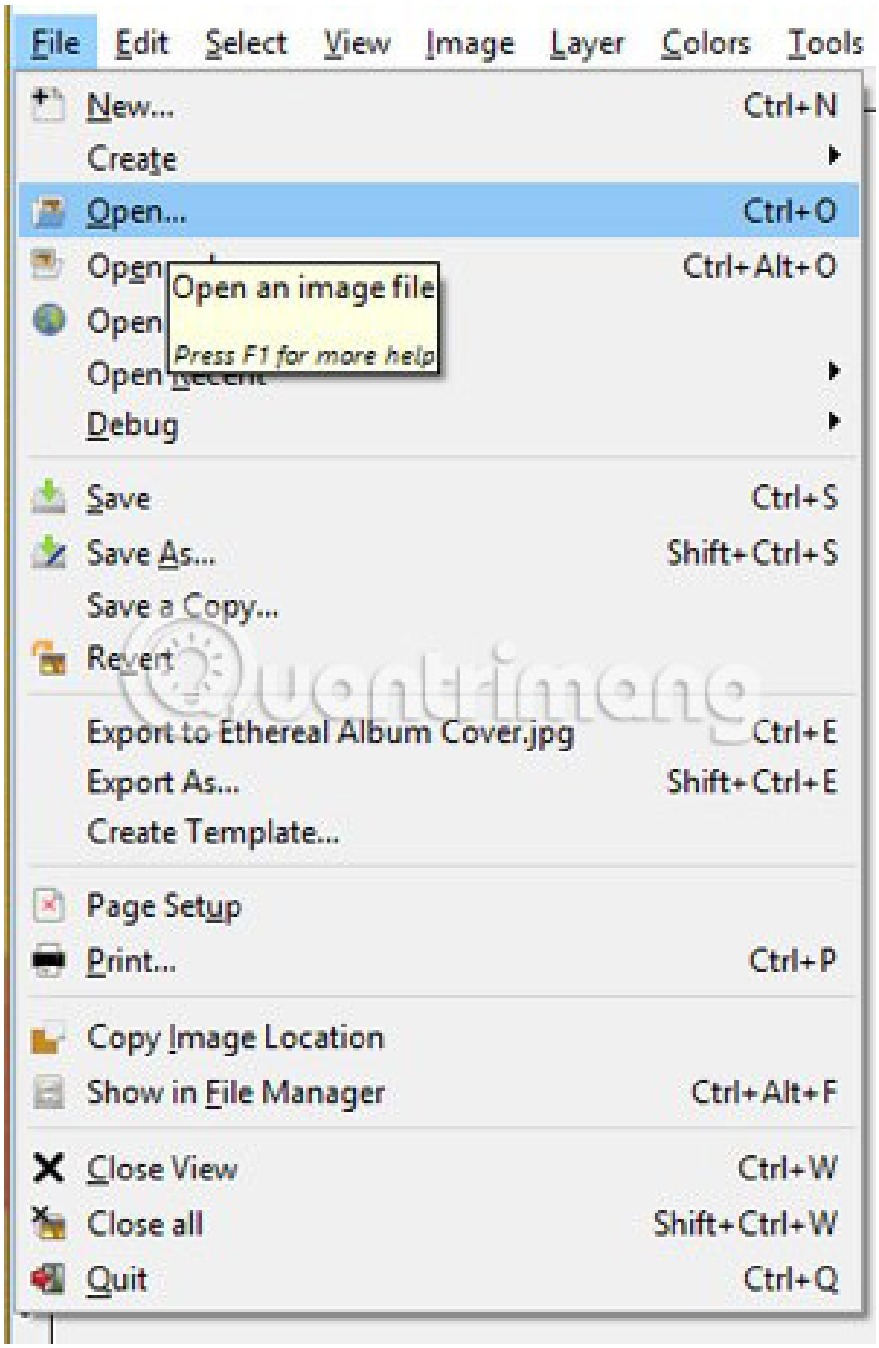
The version of GIMP used in this article is 2.9.8. This is a version of GIMP that contains many new features similar to those in GIMP 2.10. Note to press **Ctrl + S** to regularly save changes during the process and save the file in the original .XCF format until all work is finished.

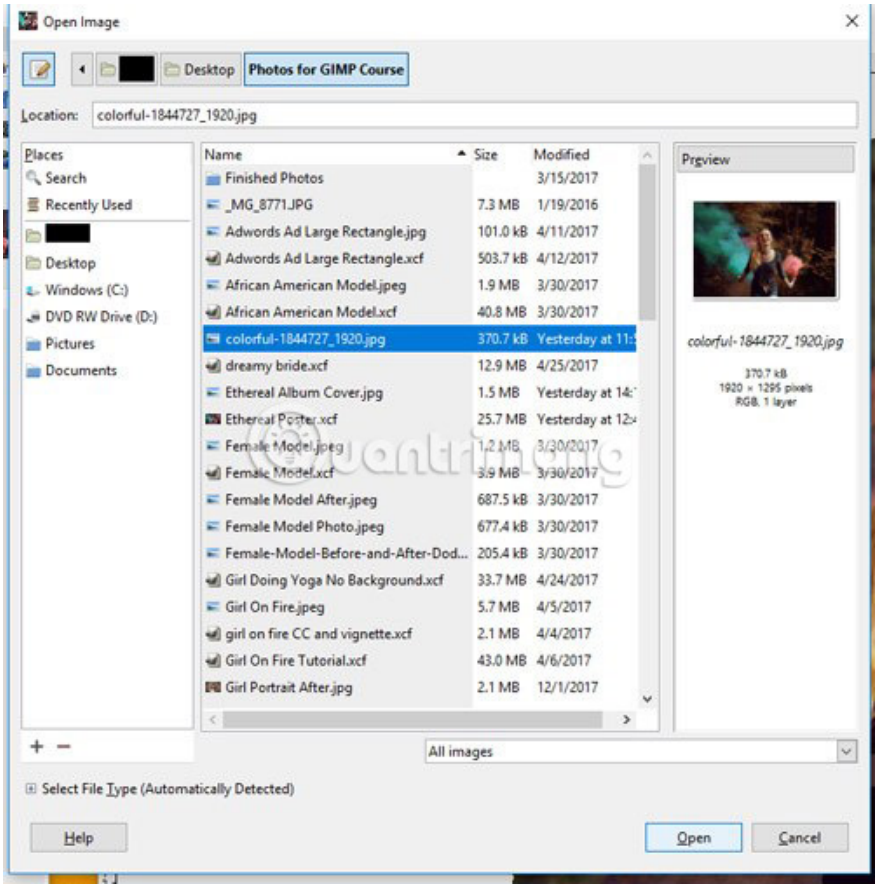
If you want to practice following this tutorial, readers can download 2 images as examples at:

1. https://pixabay.com/en/universe-sky-star-space-cosmos-2742113/
2. https://pixabay.com/en/colorful-colourful-happy-outdoors-1844727/

Or use any image you like.



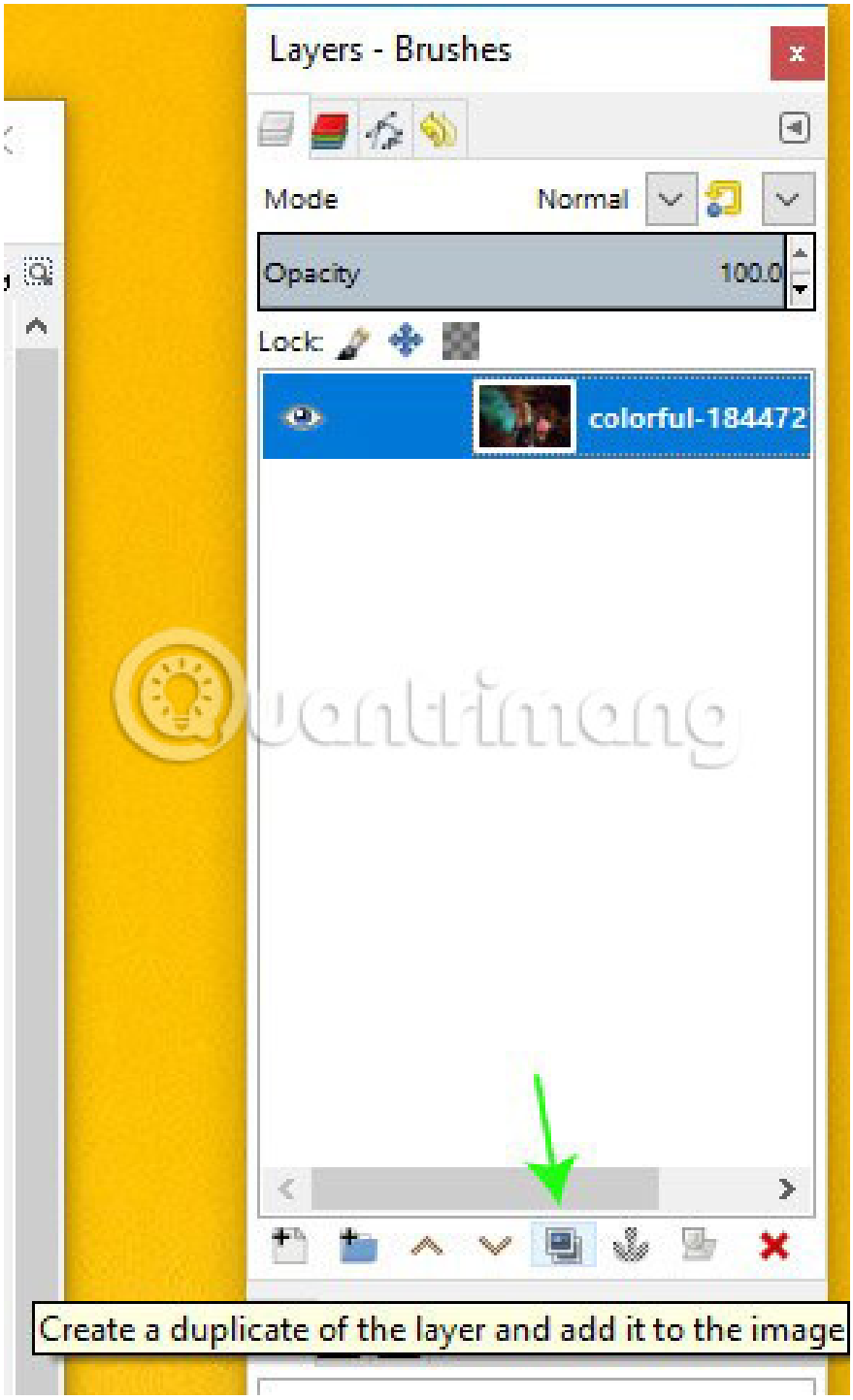
Once you've downloaded the image you want to join to your computer, open GIMP, go to **File** > **Open to** find the main image file you want to open, click the **Open** button in the lower right to open the image.



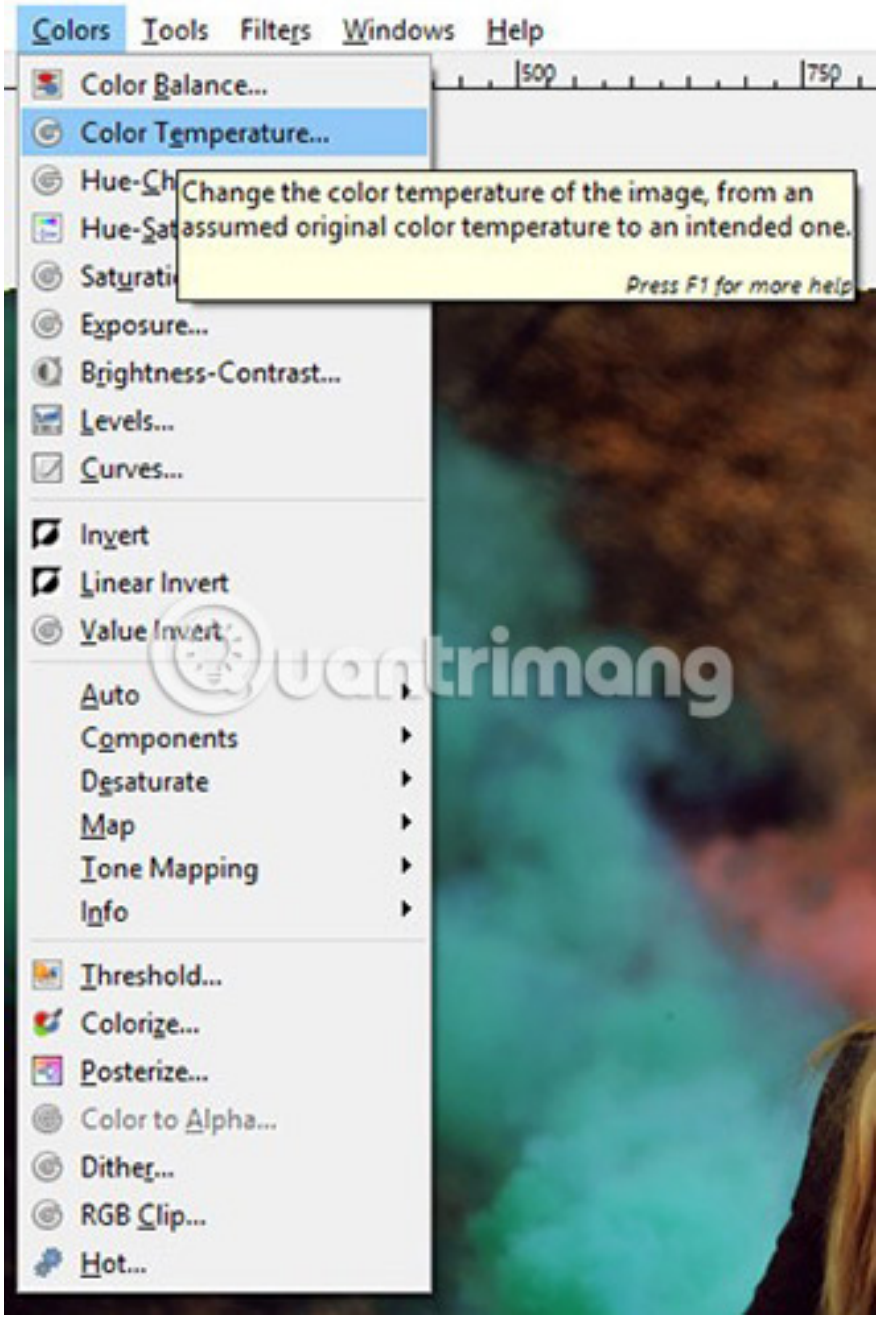
Guide to photo collage in GIMP

1. Create main layers
2. Draw triangle frames
3. Create Triangle layer
4. Create Universe layer
5. Create Nova Line
6. Create Lens Flare
7. Choose the appropriate size
8. Create a Gradient layer
9. Save and export files

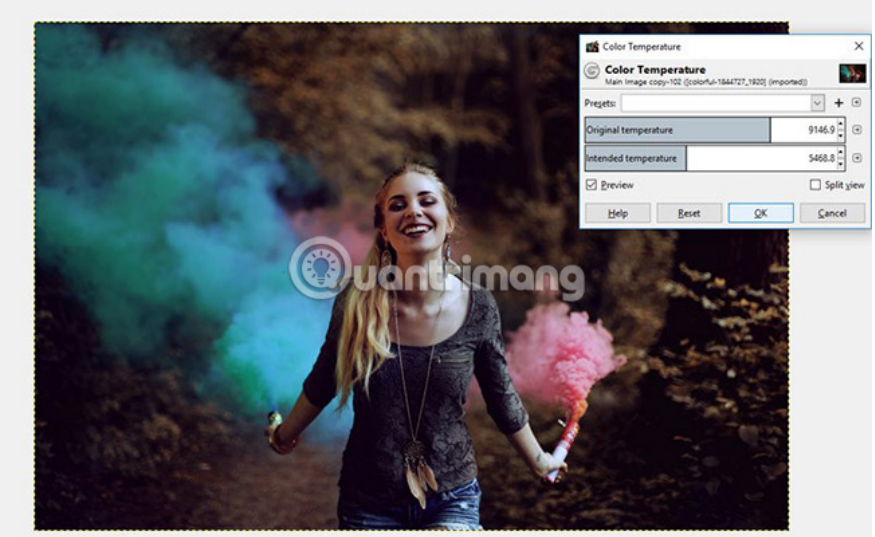
Create main layers



Now that the image has been opened in GIMP, go to the Layers panel on the right side of the screen (if you don't see this panel, visit **Windows> Recently Closed Docs> Layers, Channels, Paths, Undo .** to open it. it) and click on the layer containing the main image. First, double-click the name of the layer to change the name of the layer from **colorful-1844 .** to **'Main Image'.** Next, click on the **Duplicate Layer** icon to copy this main image layer. This will create a new layer called '**Main Image copy**' .



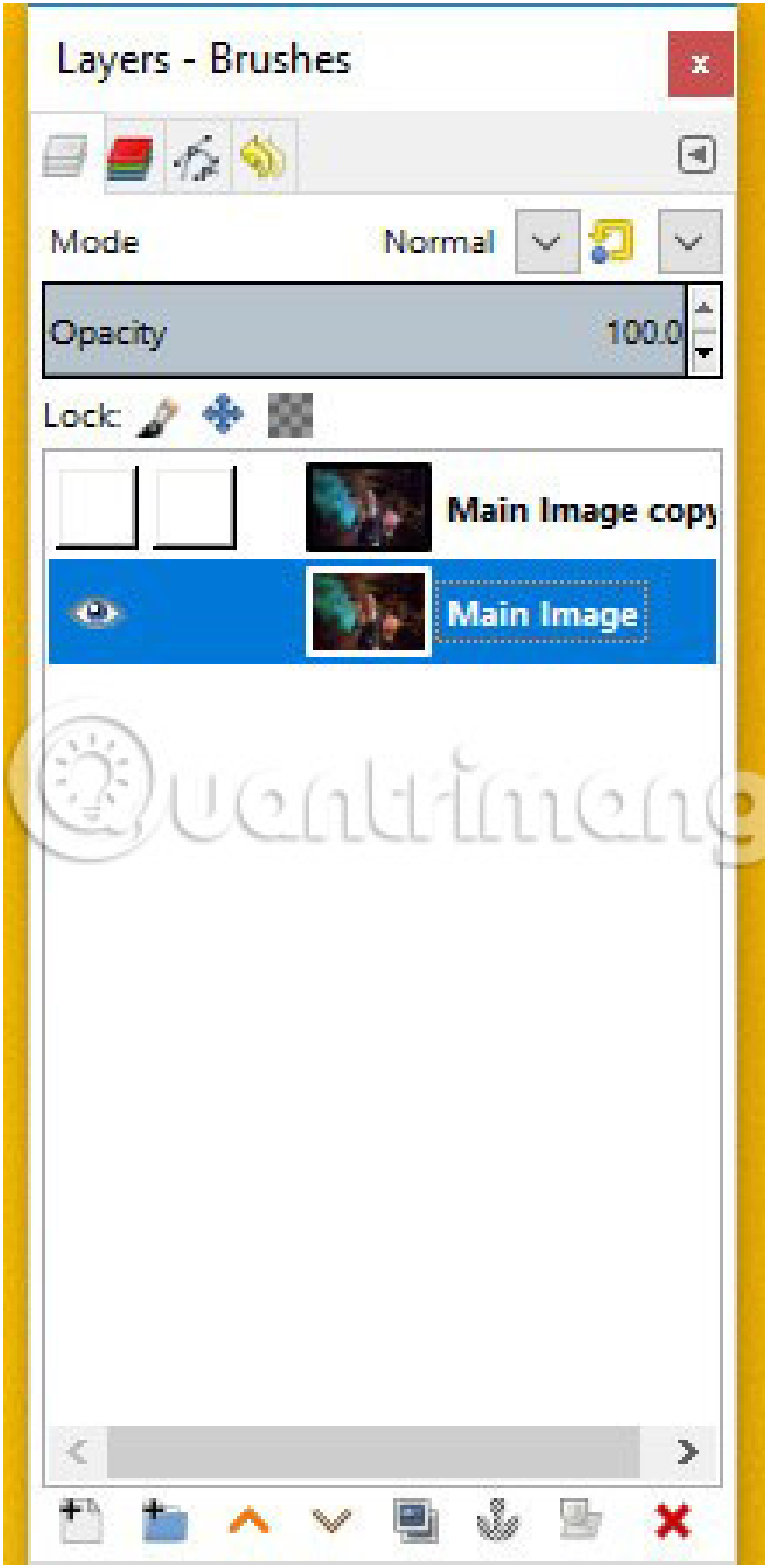
With the copy layer selected, now adjust the color temperature of the layer so that it is slightly softer than the present, by going to **Colors> Color Temperature** .



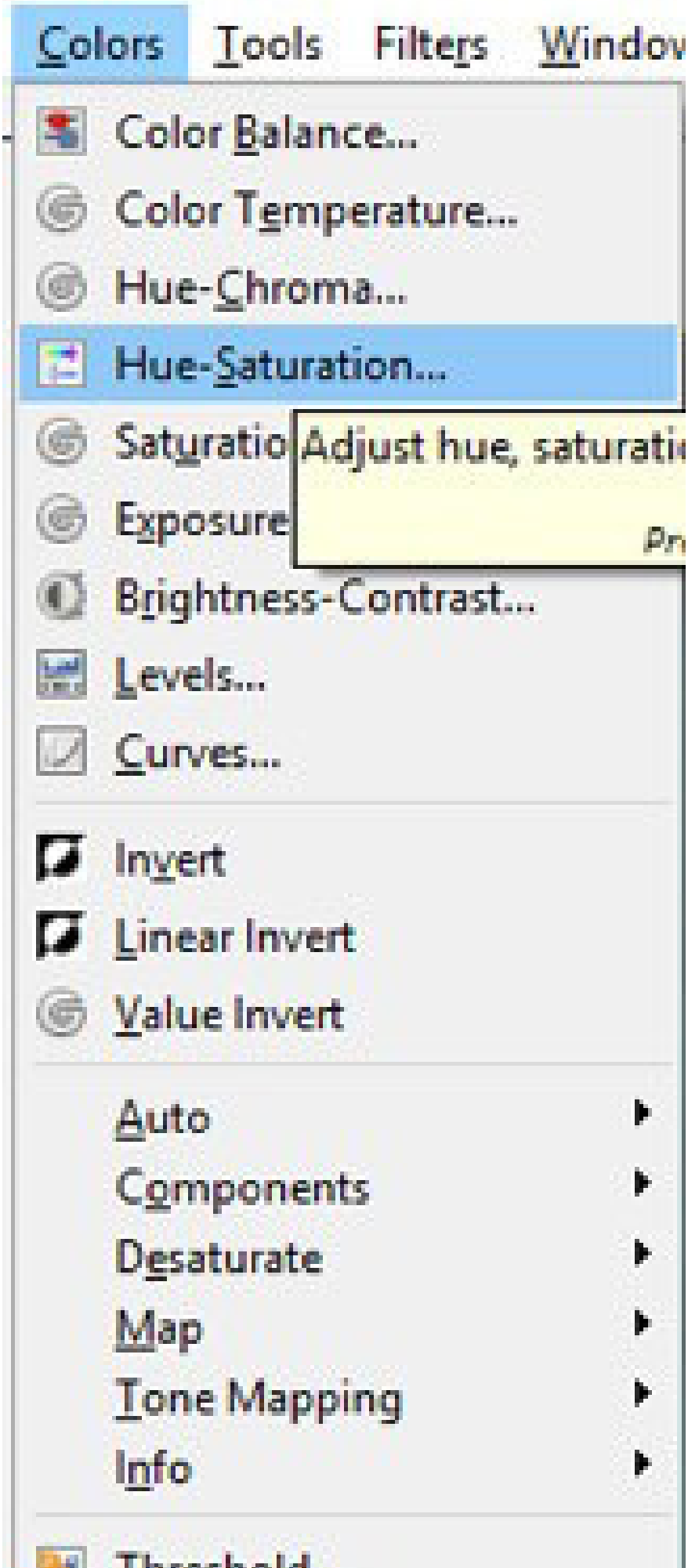
This feature is created to be able to adjust the color temperature of the image, when the lighting conditions where the image is taken do not match the camera's temperature setting at the time of shooting. However, it can also be used to adjust the general temperature of a photo. For example, the initial temperature is over **9000K (Kelvin)** and the intended temperature adjustment is over **5400K.**

If you want to fix the photo color temperature, there are several built-in GIMP presets that allow the user to choose the initial temperature and the temperature setting that is intended based on common lighting conditions (eg sunset, light in the studio, overcast light, etc .). Just click the left arrow to open the drop-down list containing these settings.

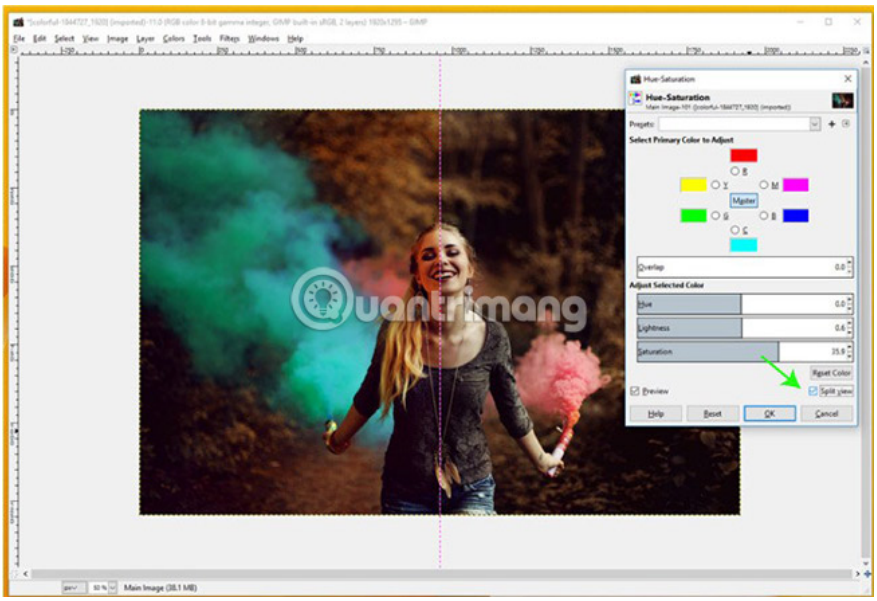
Once you have the settings you want, click **OK.**


Layers - Brushes
Mode
Normal
Opacity
100.0
Lock:
Main Image copy
Main Image

Next, click on the icon to show / hide (shaped like an eye) to hide the copied layer and select the original '**Main Image**' layer.


Colors
Tools
Filters
Windov
Color Balance...
Color Temperature...
Hue-Chroma...
Hue-Saturation...
Saturatio
Adjust hue, saturati
Exposure
Brightness-Contrast...
Levels...
Curves...
Invert
Linear Invert
Value Invert
Auto
Components
Desaturate
Map
Tone Mapping
Info

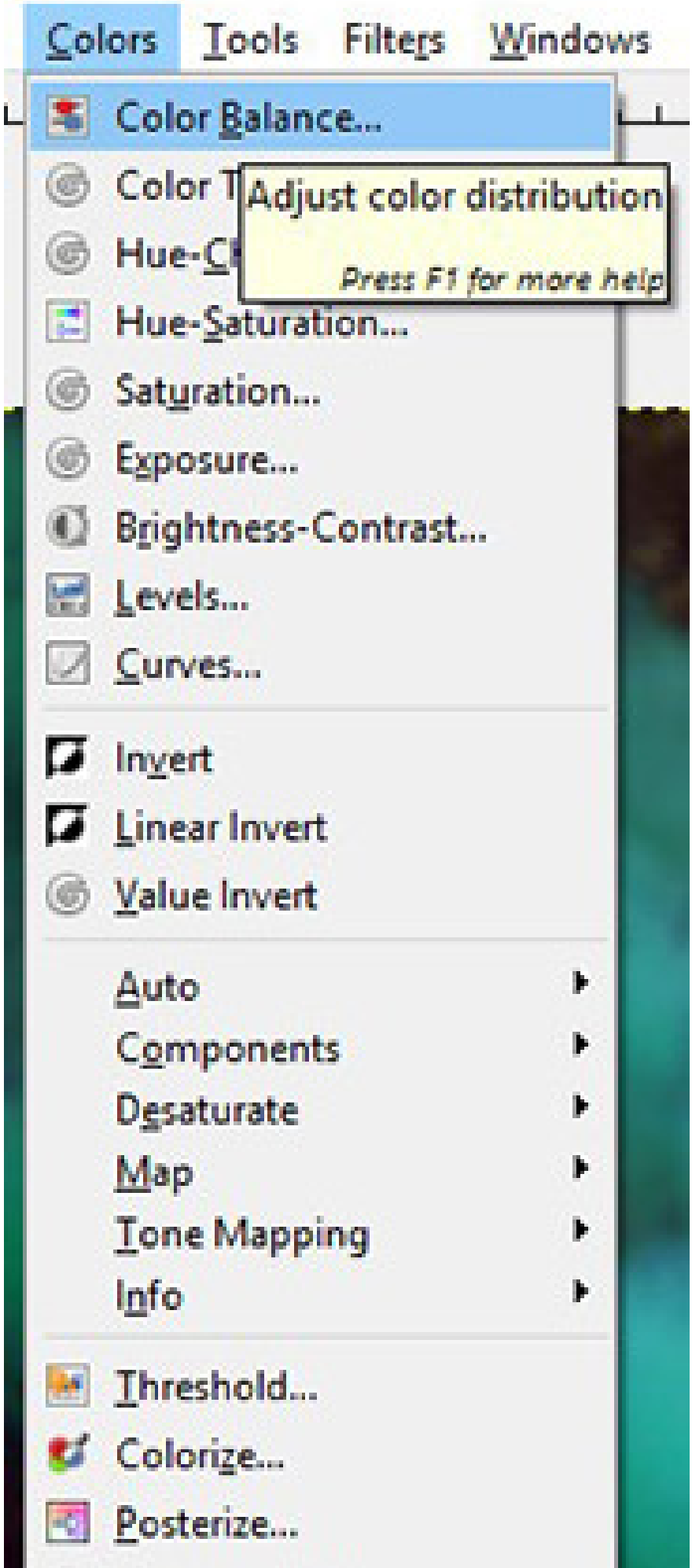
Lighten this layer up a bit, focus on the girl's skin and the color of the flares, as these will be the only things visible in the final composition. Let's start by going to **Colors> Hue-Saturation** .



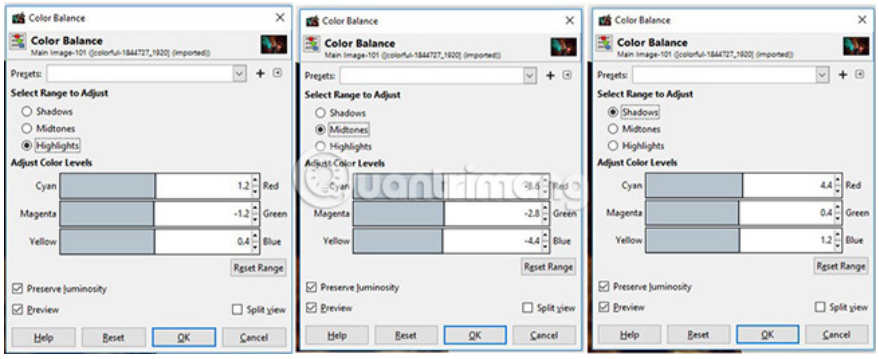
For example, increase the brightness to **.6** by clicking and dragging the adjustment bar or by clicking on the numbers and entering **.6.** Next, increase the saturation to about **36** to increase the color intensity on the **Main Image** layer.

A new feature in GIMP 2.9.8 (released along with 2.10) is the ability to display a **Split View** (by selecting the Split View box above), allowing users to preview changes before being officially made. Show them. This parallel feature is very convenient because users will not have to continue to select it and uncheck the **Preview** boxes to review the changes. As you can see in the image above, there is a pink line running in the middle of the image, dividing the pictures into two parts before and after.

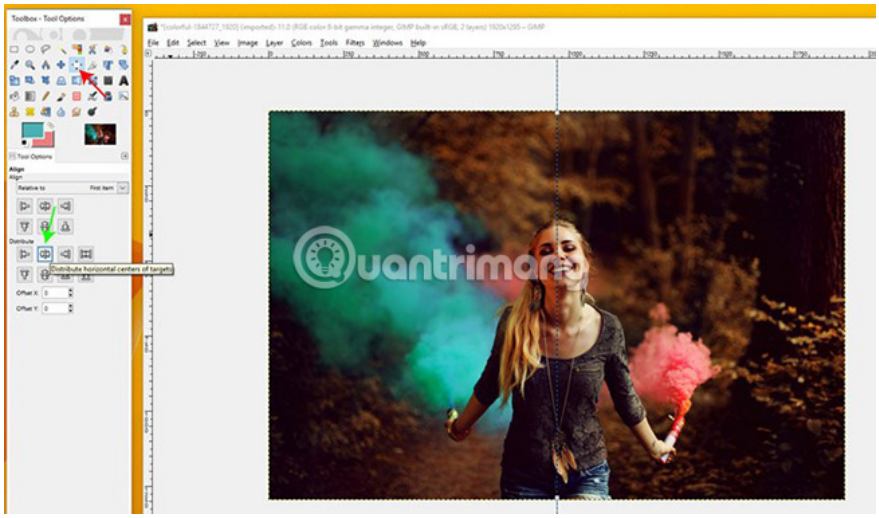
Click **OK** to apply the changes.


Colors
Tools
Filters
Windows
Color Balance...
Color T
Hue-C
Adjust color distribution
Press F1 for more help
Hue-Saturation...
Saturation...
Exposure...
Brightness-Contrast...
Levels...
Curves...
Invert
Linear Invert
Value Invert
Auto
Components
Desaturate
Map
Tone Mapping
Info
Threshold...
Colorize...
Posterize...

Next, we will adjust the **Color Balance** section on the image. So switch to **Colors> Color Balance** .

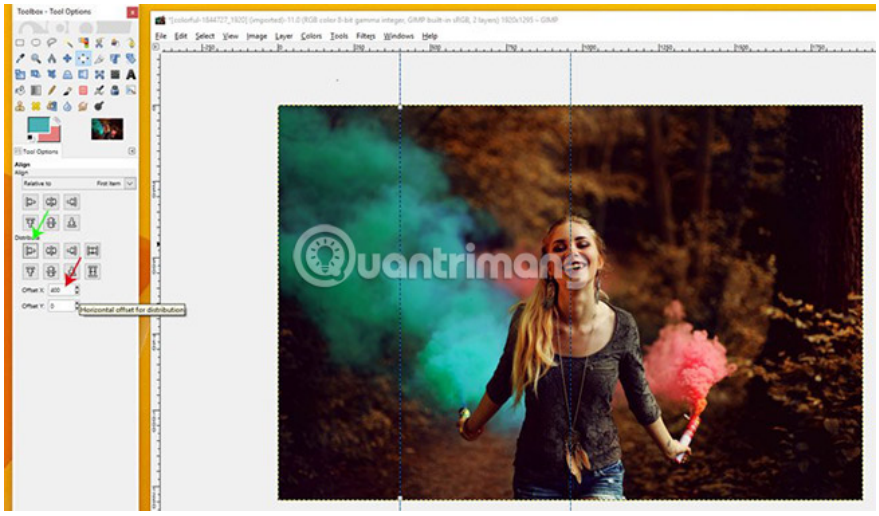


Shadows, Midtones and **Highlights parts** of the image will be adjusted as shown in the image above. It is possible to re-enable the Split view view to make a parallel comparison of new changes to the original image. When you're happy with the changes, click **OK.**

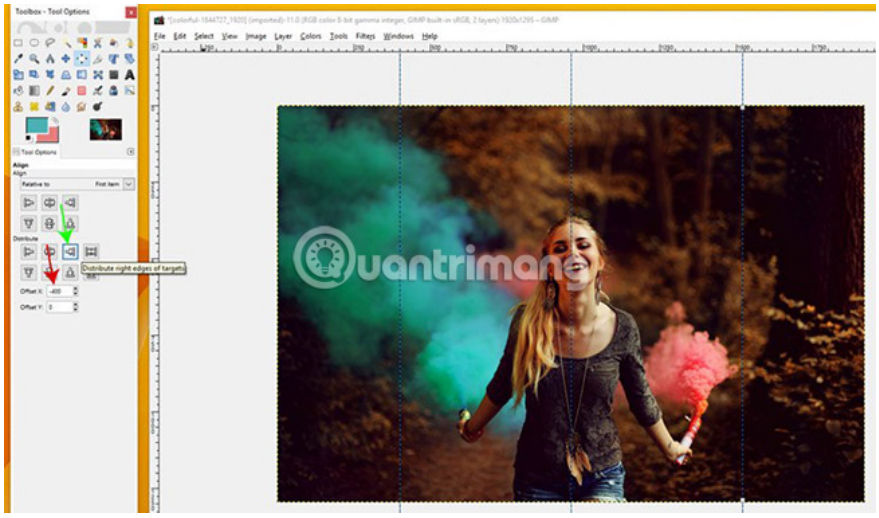


Draw triangle frames

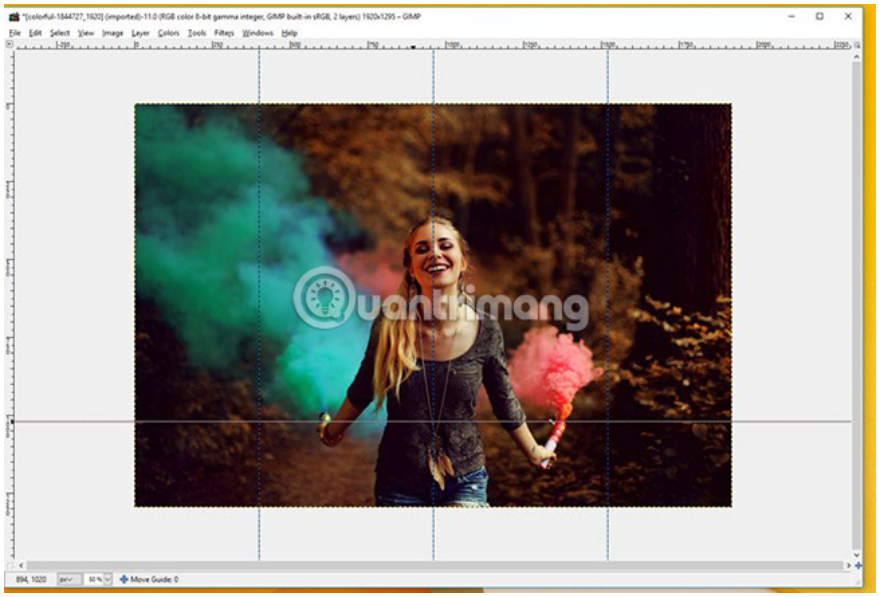
Now, we will draw a triangle for the image of the girl holding a flare, to add depth to the composition and continue to draw the viewers' attention to this part. To get started, click and drag on the ruler tool around the layout of the layout. The first baseline will be placed in the center of the image. Users can drag and drop these lines anywhere to start, then take the alignment tools from the toolbar, click on those baselines and click on the **'Distribute Horizontal Center of Targets' option.** in **Tool Options** on the toolbar.



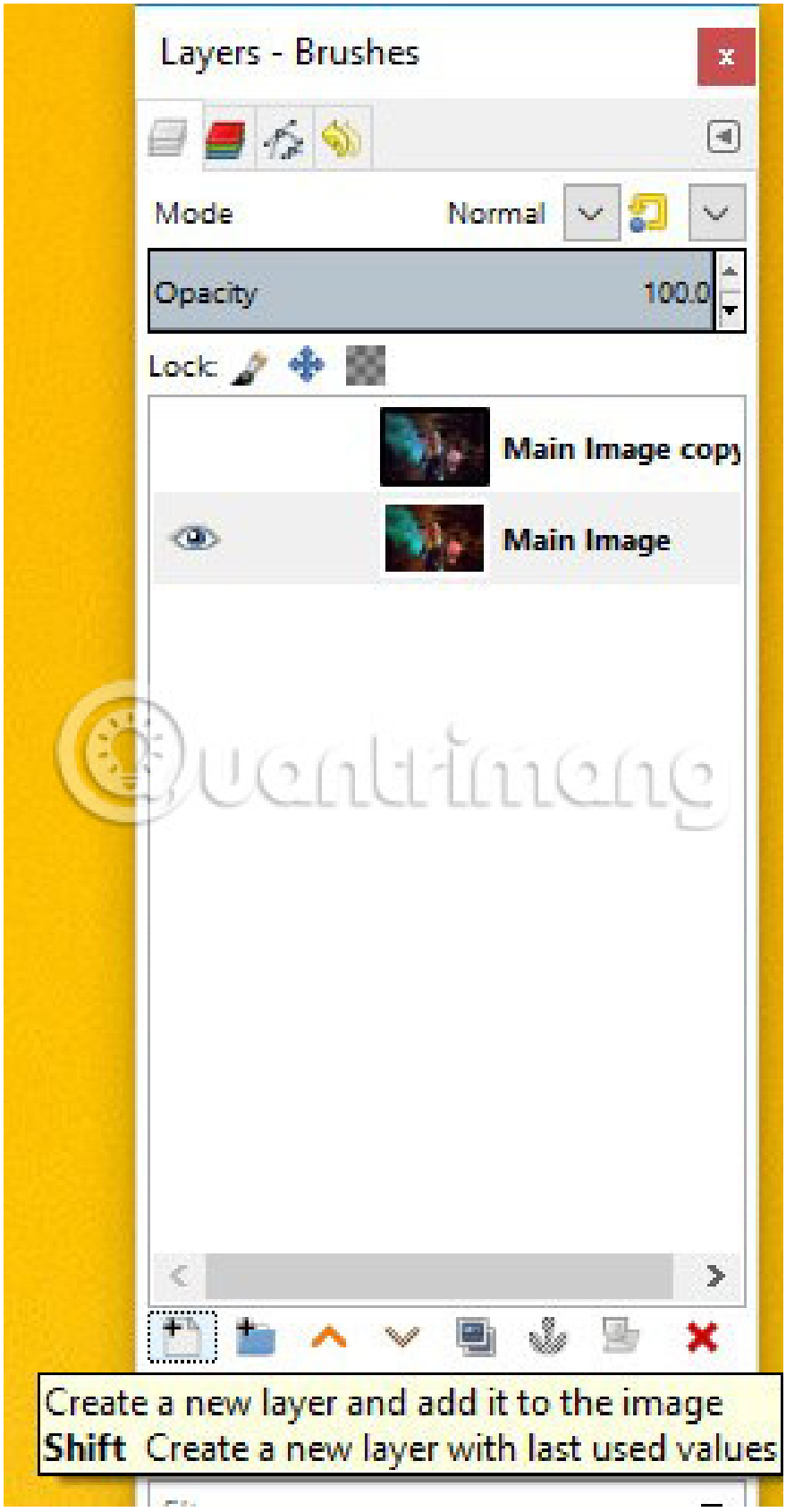
Next, draw the second baseline 400 pixels away from the left edge of the image. Again, use the Align tool, click on this second line, then in **Tool Options,** change **'X offset'** to **400.** Then, click on the **Distribute Left Edges of Targets option** .



Repeat this step by adding another standard, but using the **Align** tool **,** click on this third baseline, change the option **'X offset'** to **-400** and click on the option **'Distribute Right Edges' of Targets'** . This will align the third baseline 400 pixels from the right edge of the image.

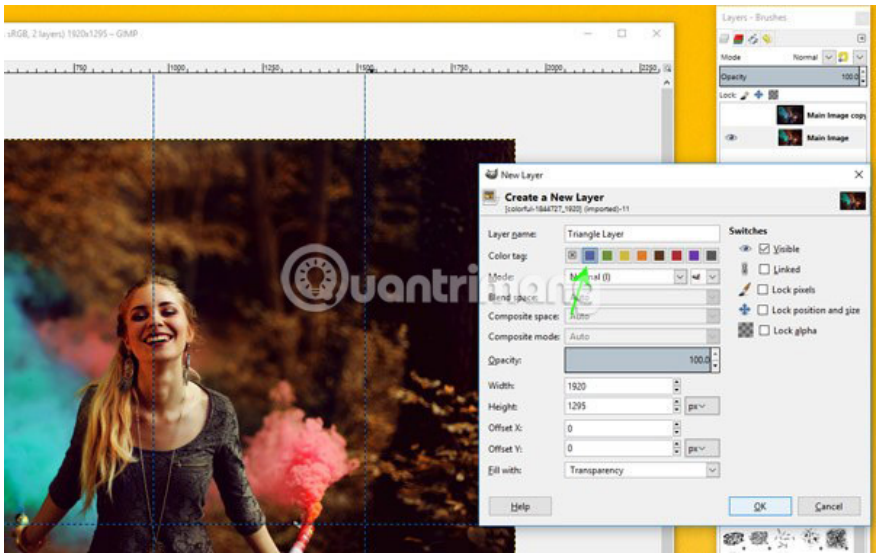


Finally, draw a horizontal baseline and place it at about 1020 pixels (just above the hand holding the blue flame). Users can see the coordinates where the baselines are located by looking at the numbers in the lower left corner of the canvas **(894** and **1020** in this example).

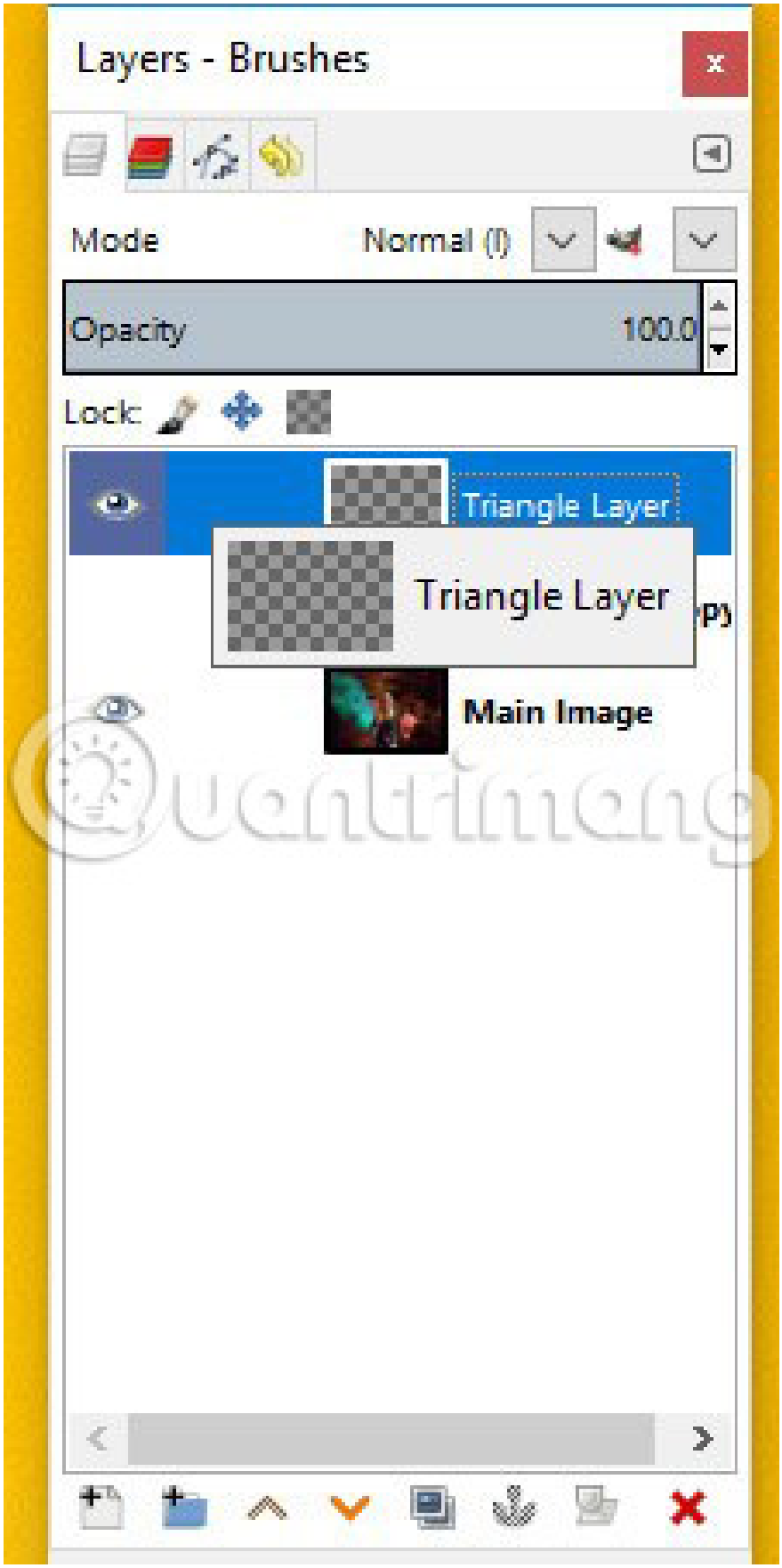


Create Triangle layer

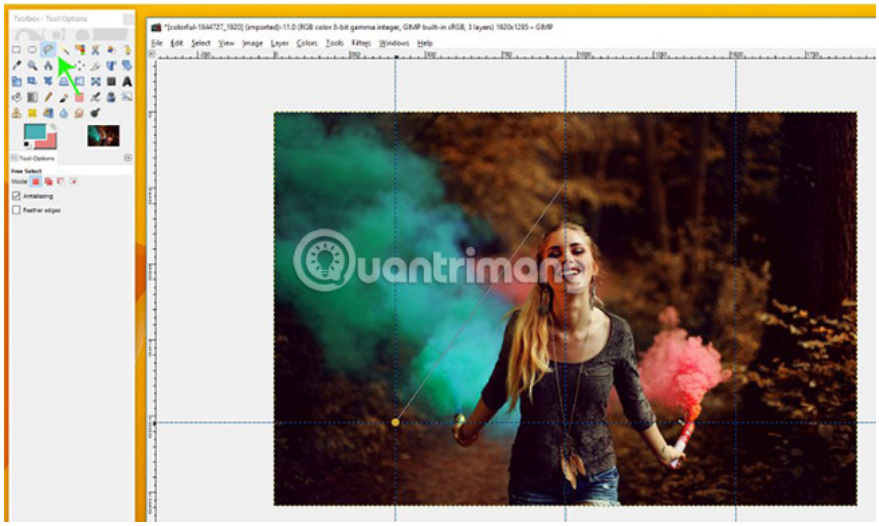
Next, create a new layer in the **Layers** panel **.**



If you are using the previous version of GIMP, the reader will find that there are currently more options to create a new layer than before. Change the name of the new layer to **Triangle Layer** and even assign a color code to this layer to make it easier to distinguish this layer from other layers. Click **OK** to create a new layer.

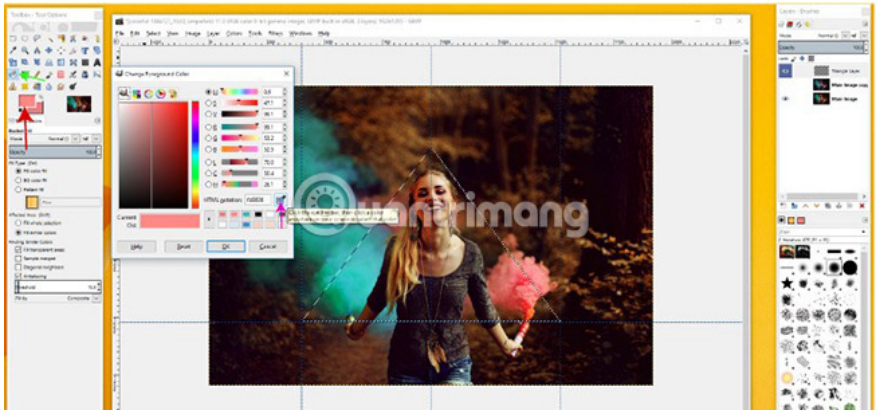

Layers - Brushes
Mode
Normal (I)
Opacity
100.0
Lock:
Triangle Layer
Triangle Layer
Main Image

Click and drag this new layer to arrange it at the top of the **Layers** panel **.** Readers can see the layer indicated in purple on the icon that shows / hides (the eye image).

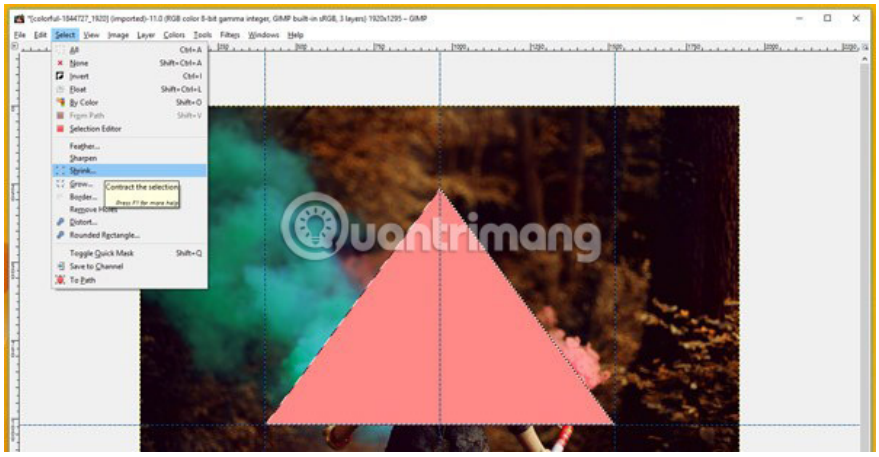


Select the **Free Select** tool and click above the top of the object to create an anchor point, then start drawing the triangle. Next, create a second and third anchor points where intersection with the baselines to create the bottom points of the triangle.

Finally, click again on the top anchor point created to connect the triangle. Users can click and drag the top anchor point if they want a slightly higher triangle than the main object.



Now, click on the **Bucket Fill** tool **.** This will cause the triangle area to just paint the selected area (indicated by the motion stroke border) and double-click the foreground color to display the **Change Foreground Color** dialog box **.** Click on the **Eyedropper** tool and select the pink color from the smoke emitted by the flame by clicking on it. Click **OK** to apply this color. Then, with the **Triangle** layer still selected, click inside the drawn triangle selection to fill this area with pink.

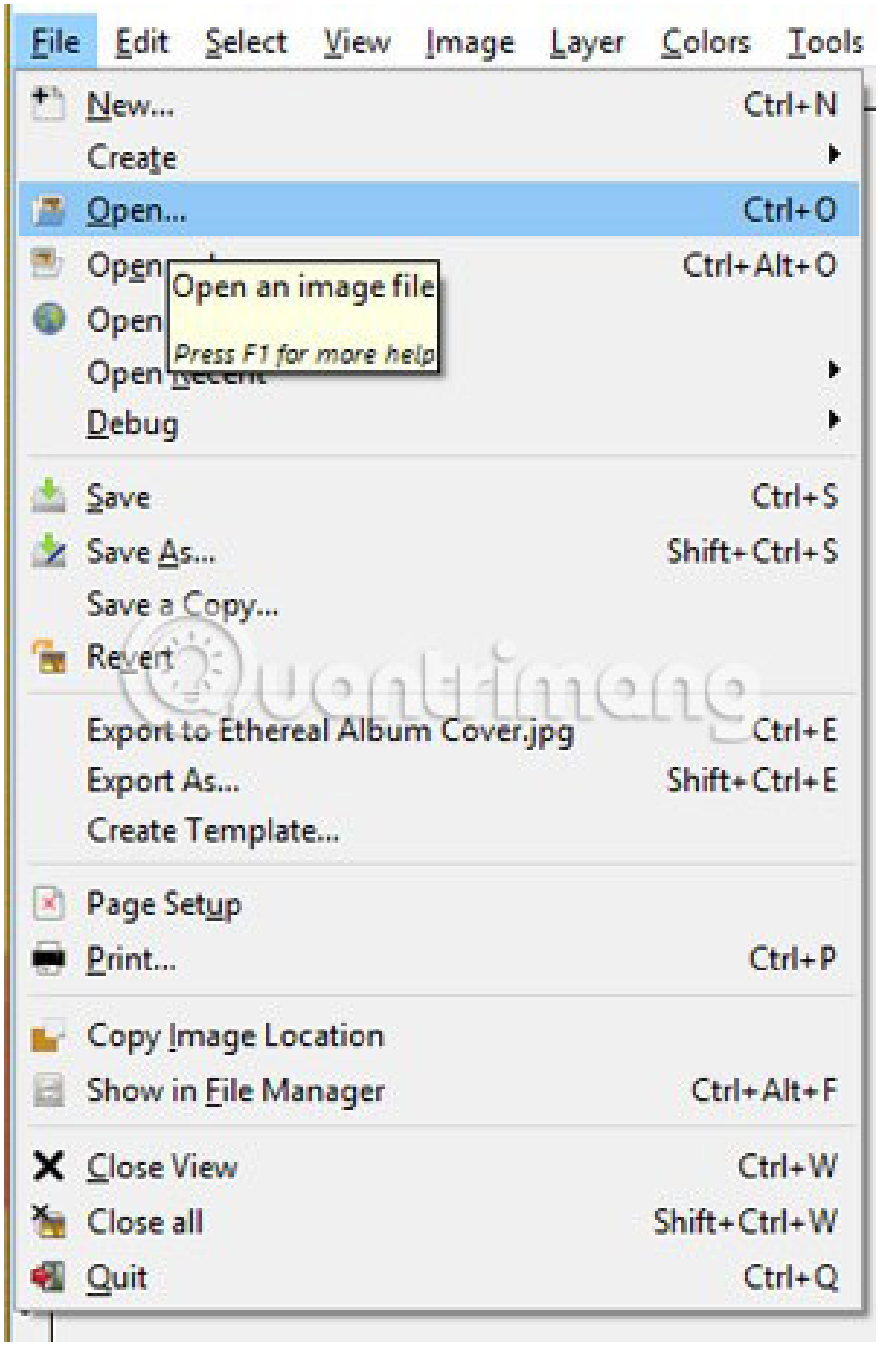


Now go to **Select> Shrink** because we will delete the middle part of the triangle so that the triangle only shows the edges. Reduce the selection to 50 pixels (enter 50 in the box and select the unit as pixels), then click **OK.**

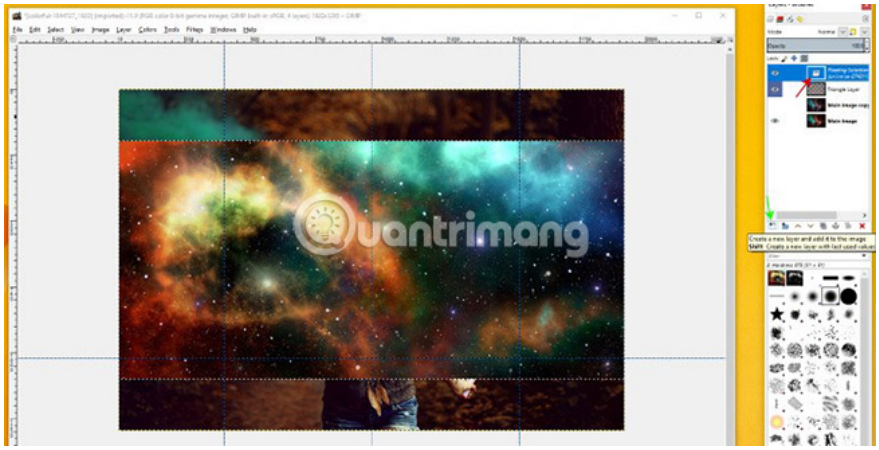
With the **Triangle** layer still selected, press the **Delete** key on the keyboard. This will delete the pink inside the selection area, leaving a pink triangle border. It doesn't matter if the triangle overlaps the object a bit because it creates the feeling that the object appears as if she is bouncing off the image.

Create Universe layer

Go to **Select> None** to uncheck the area.

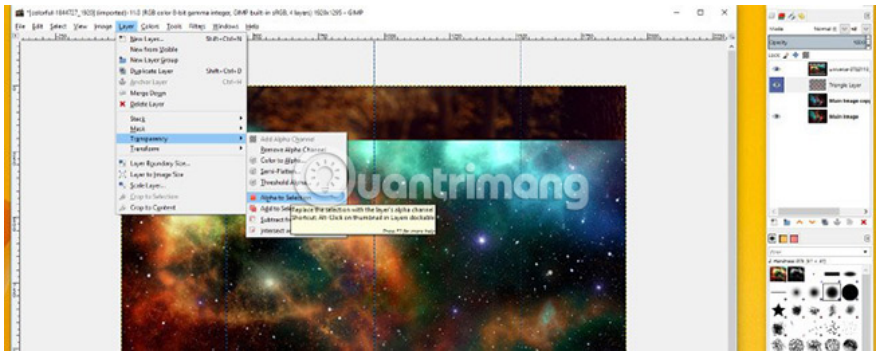


Next, we will open the galaxy image with many stars to add the triangle. Go to **File> Open** to import images into GIMP.



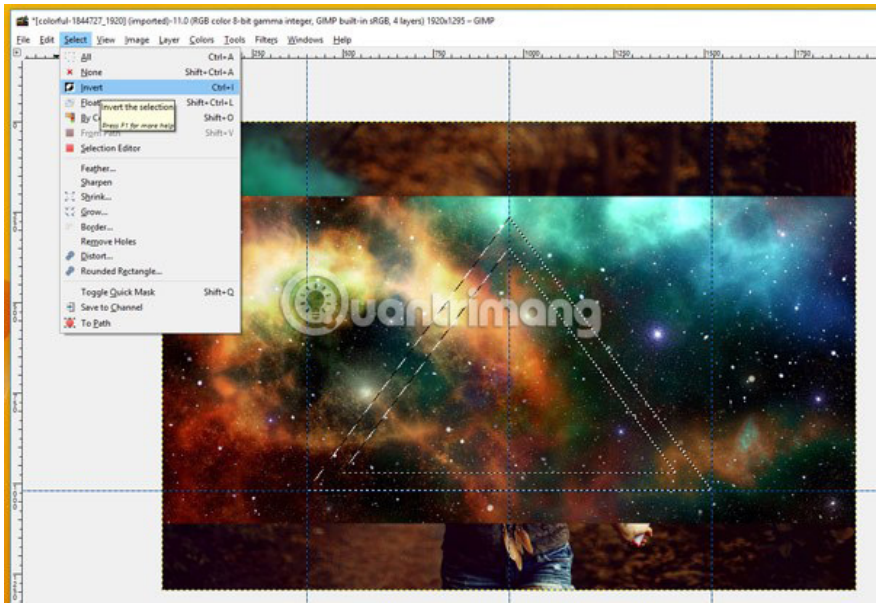
Then press **Ctrl + C** or go to **File> Copy** , then go to the first layer and press **Ctrl + V** or select **File> Paste** . This will add a galactic image in the form of a floating layer that appears on the main object. With this layer still selected, click on the **'Create a new layer'** icon to add it to a separate layer.

Drag the galaxy image with the **Move** tool (**M** shortcut) so that it is centered between the triangle - or in the position you want.

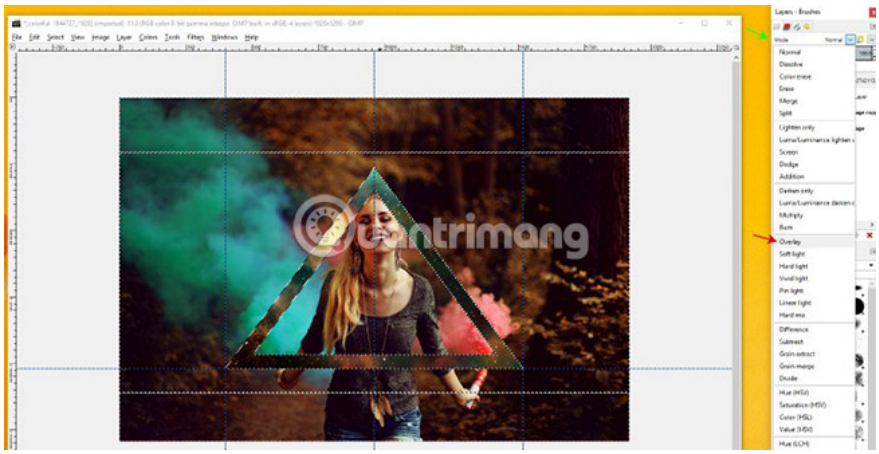


Next, click on the **Triangle** layer and go to **Layer> Transparency> Alpha to Selection** . This will once again create a selection around the triangle.

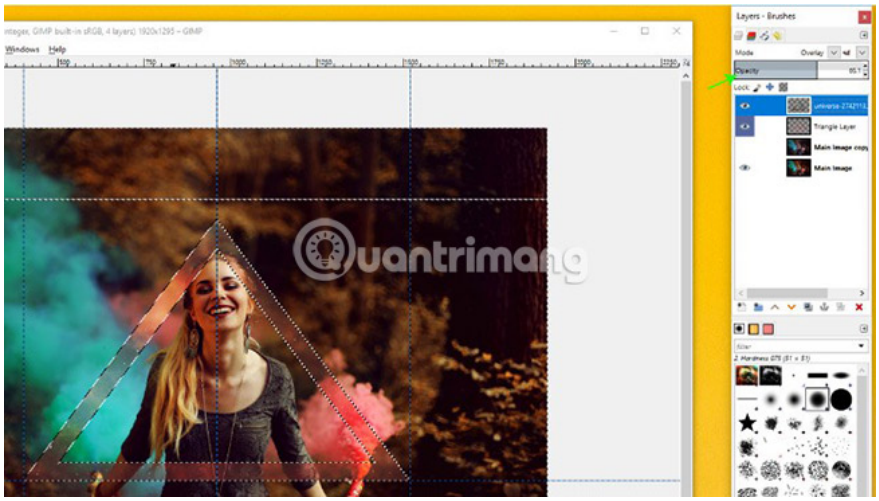
Go to **Select> Invert** to reverse the selection. Then, click the **Universe** layer **.** Press the **Delete** key to delete everything outside the triangle. Select **Select> None** to deselect the triangle.



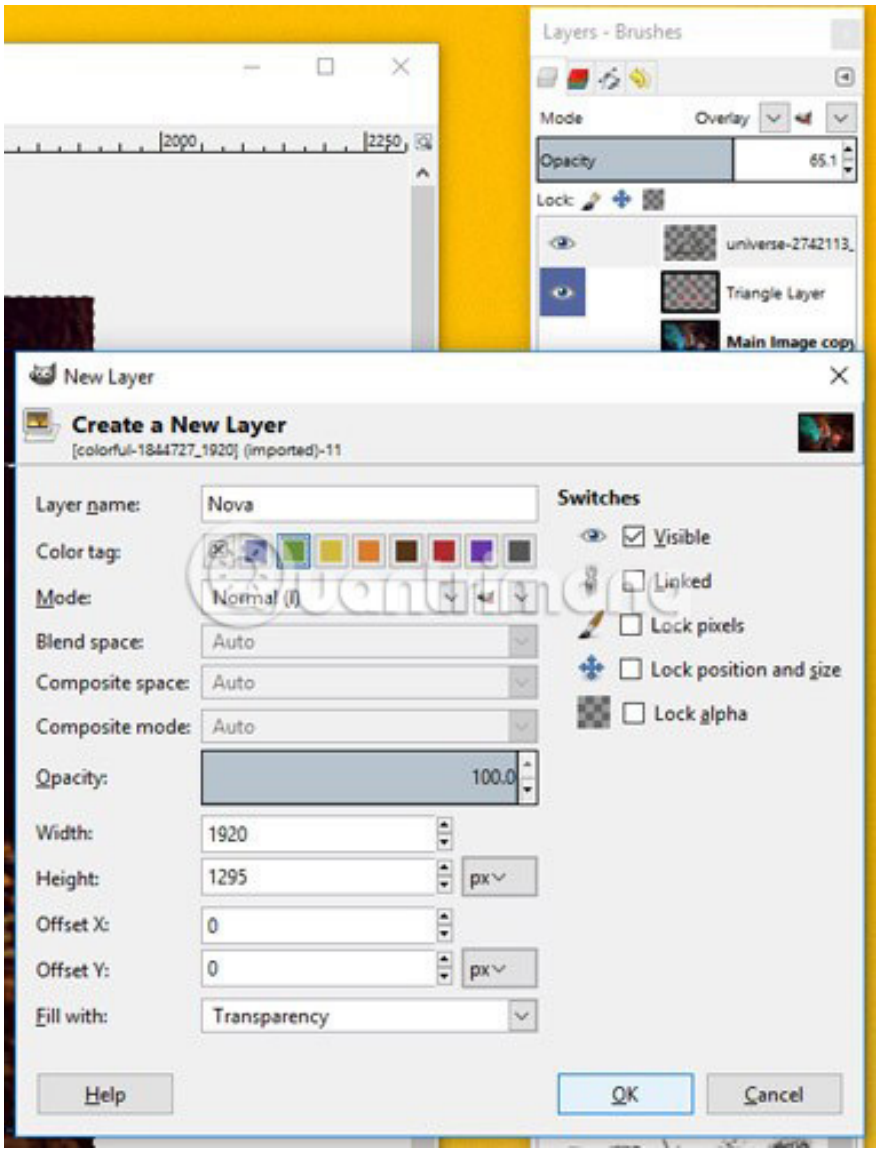
With **Universe** still selected, change the layer mode to **'Overlay'.**



Now adjust the opacity of the **'Overlay'** layer and the **Triangle** layer by clicking on each layer and adjusting the **Opacity** slider to get the desired interface. **The Triangle layer** in the example is set at about **32%** opacity and the **Universe** layer is about **65%.**

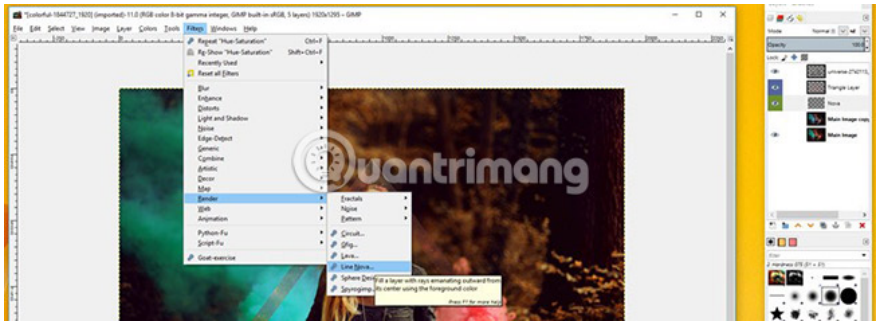


Select **View> Show Guides** to hide the baseline.

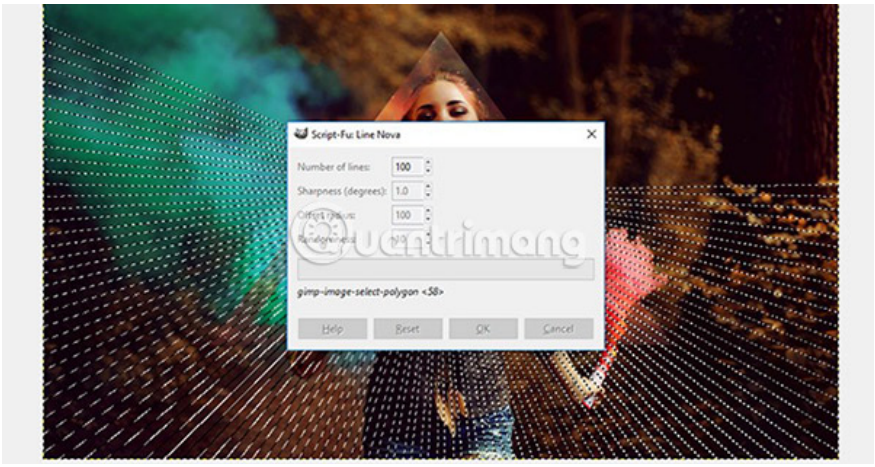


Create Nova Line

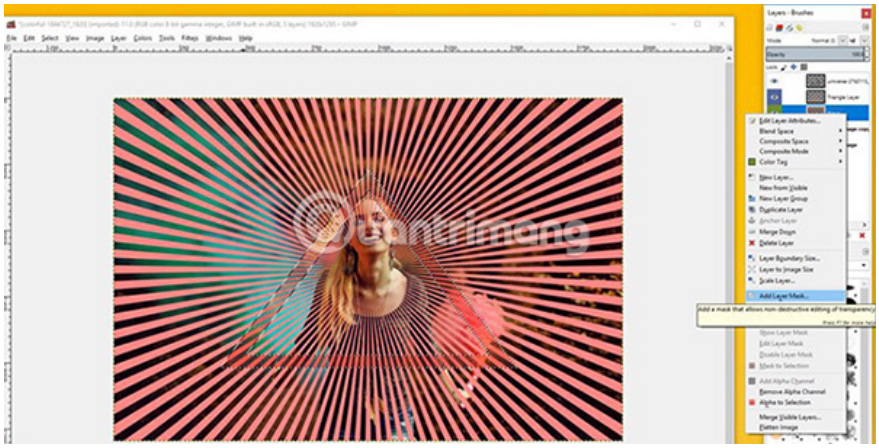
Next, create the **'Line Nova' line.** Start by creating a new layer and name it **Nova.** Users can also specify a color for this layer. After that, move the Nova layer below the **Triangle** and **Universe** layers by clicking and dragging the layer in the **Layers** panel **.**



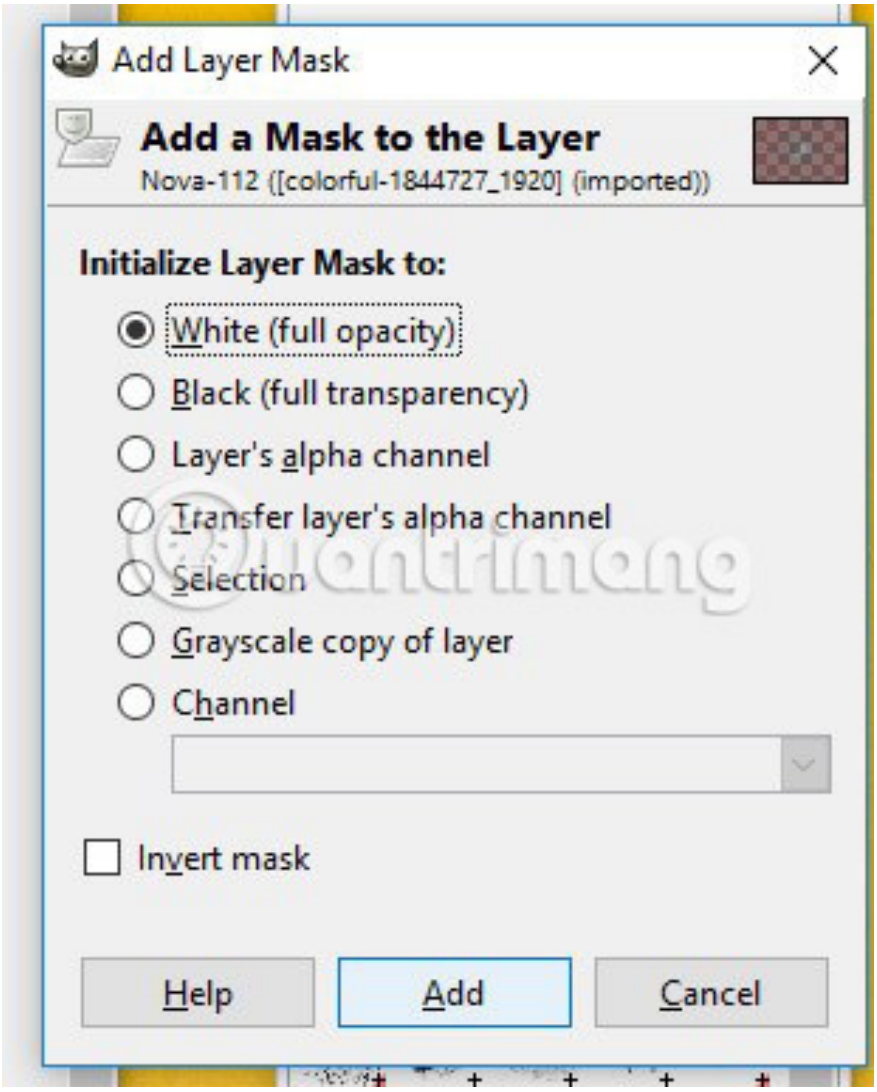
The color of the created lines will be the same as the currently selected foreground color, so be sure to change that color before creating the Line Nova. For example, select the same pink color with the **Eyedropper** tool **,** used earlier for the triangle. Next, go to **Filters> Render> Line Nova** .



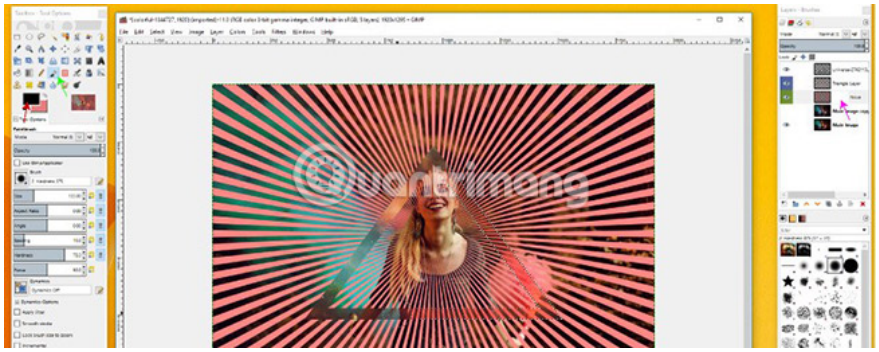
Reduce **Number of lines** created by the filter to 100 and **Randomness** to 10. Click **OK** to display Line Nova.



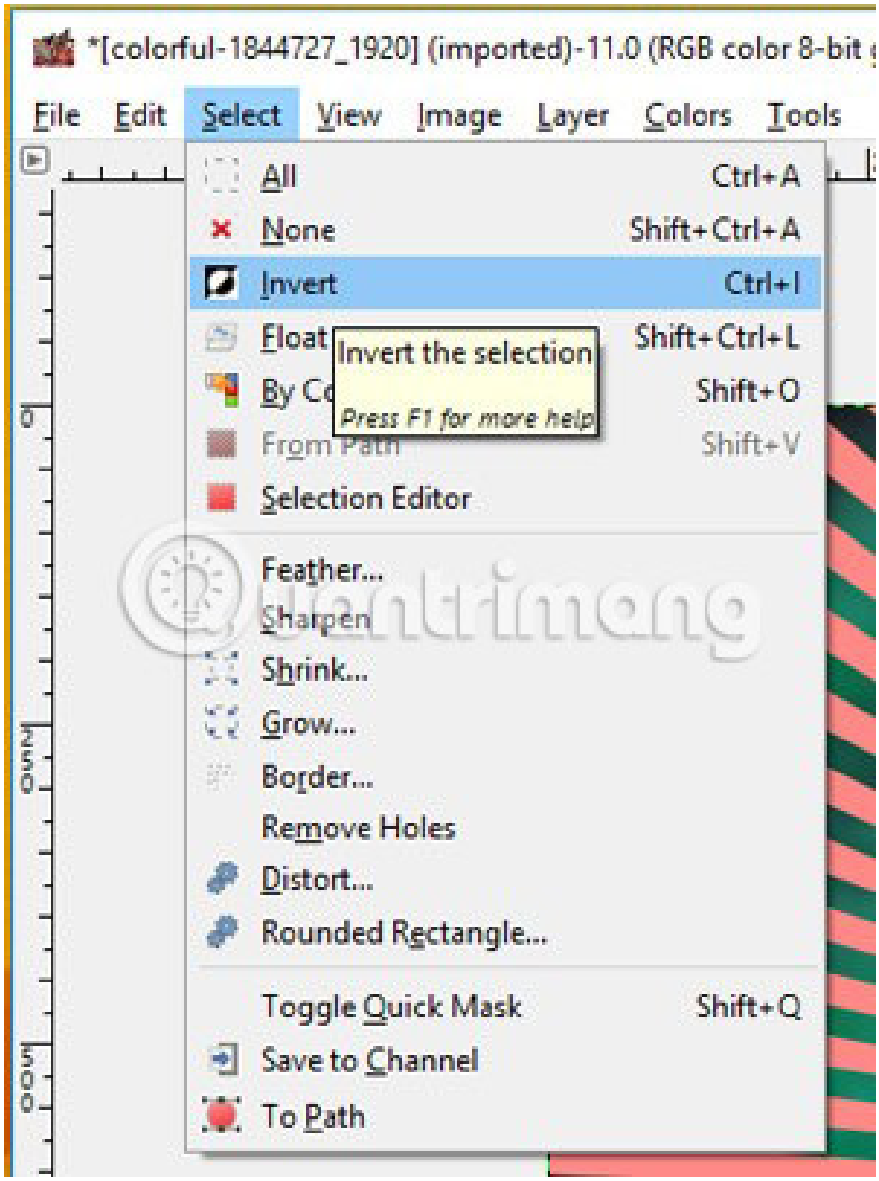
Now, if you want to delete any line in the triangle, select the **Triangle** layer and go to **Layer> Transparency> Alpha to Transparency** . The triangle will be. Then go to the **Nova** layer **,** right click on it and select '**Add Layer Mask**' .



For example, select **White (Full Opacity)** for the option to '**Initialize Layer Mask to:**' .

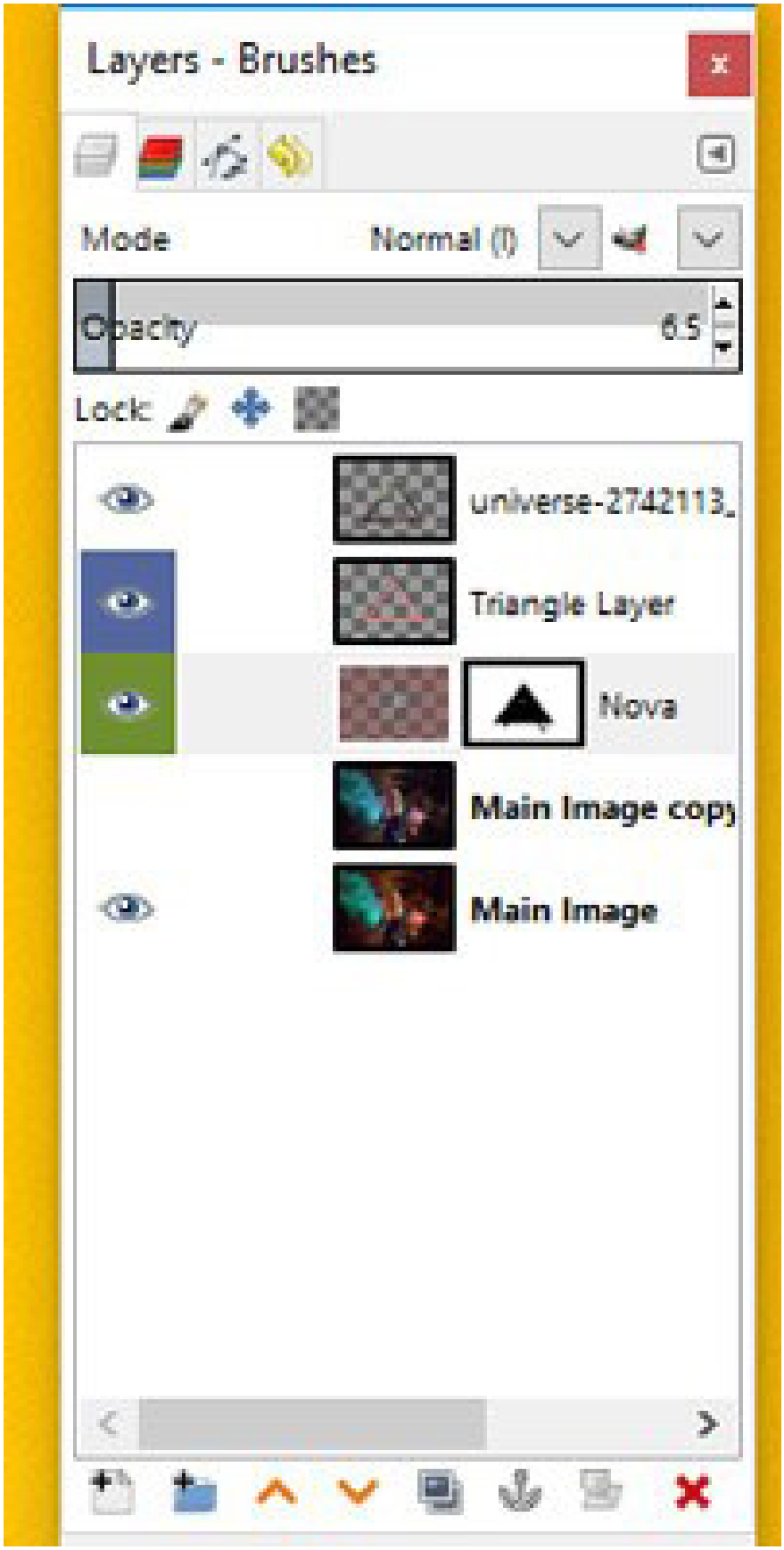


Make sure to select the layer mask Nova and not the Nova layer. The reason is because we want to paint on the layer mask to create transparency. Next, use the **Paint Brush** tool and select black as the foreground color. Then, use black to paint over the entire area inside the triangle. The lines inside this area gradually disappear when starting to color.

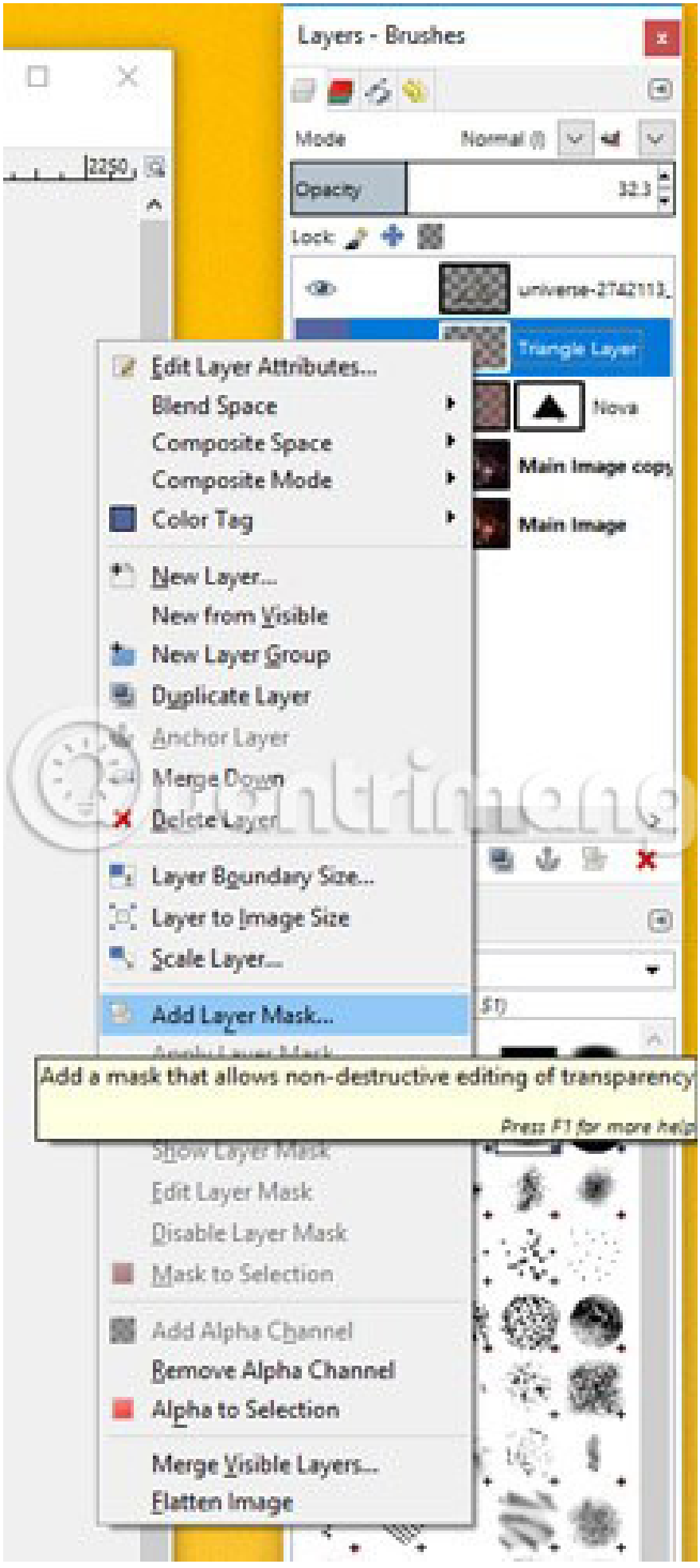


Then delete all the lines inside the triangle (where the face and upper body of the object appear).**Select Select> Invert** to select everything around the triangle.

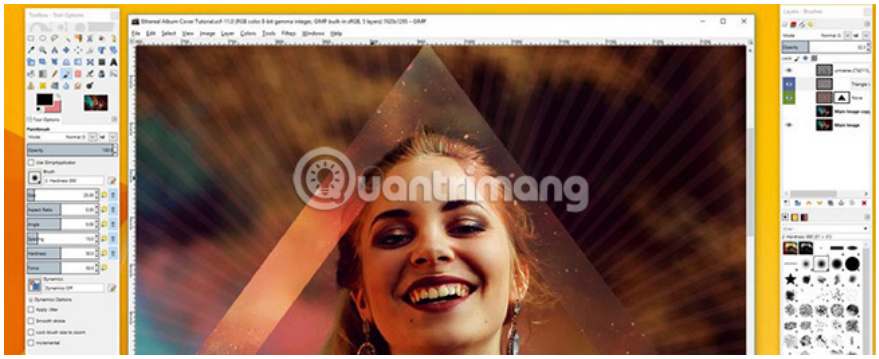
Draw on the area inside the triangle to delete Line Nova. Now it will appear as if Line Nova only stops at the outer edges of the triangle. Next remove Line Nova from the object by drawing on any area Line Nova overlaps the object or the flare section. If too much Line Nova is removed, the user can redraw it by changing the color of the brush to white and then painting the points to return to the original. Just make sure you're still on the layer mask when doing this. Then select **Select> None** .



Reduce the Nova layer's opacity to about **6%.**

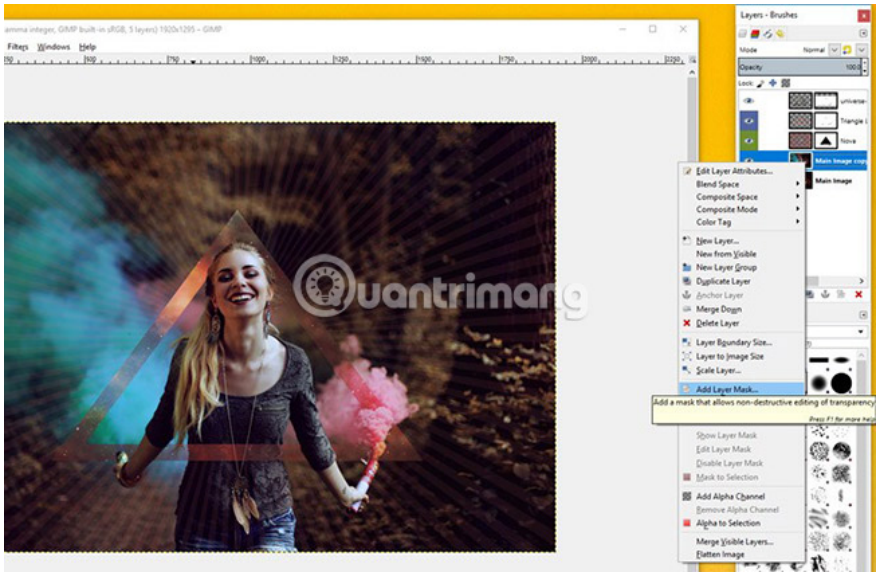

Layers - Brushes
Mode
Normal (l)
Opacity
32.3
Lock:
universe-2742113_
Triangle Layer
Nova
Main Image copy
Main Image
Edit Layer Attributes...
Blend Space
Composite Space
Composite Mode
Color Tag
New Layer...
New from Visible
New Layer Group
Duplicate Layer
Anchor Layer
Merge Down
Delete Layer
Layer Boundary Size...
Layer to Image Size
Scale Layer...
Add Layer Mask...
Add a mask that allows non-destructive editing of transparency
Press F1 for more help
Show Layer Mask
Edit Layer Mask
Disable Layer Mask
Mask to Selection
Add Alpha Channel
Remove Alpha Channel
Alpha to Selection
Merge Visible Layers...
Flatten Image

Next, delete the part of the triangle that overlaps the object so that the object appears as if she is bouncing off the triangle. Right click on the **Triangle** layer and select **'Add Layer Mask'** . Once again set **Initialize Layer Mask** to **White (Full Opacity)** .



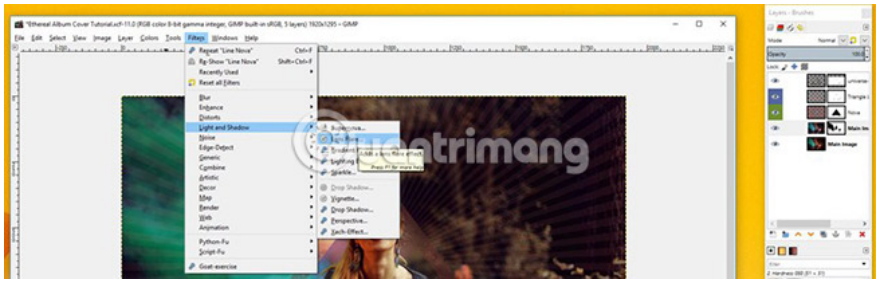
After that, select the **Paint Brush** and black color to paint over the arms and flares wherever you want. You can use the **Zoom** tool to zoom in areas that need precision.

Draw on the smoke parts to create depth for the image - as if smoke passes through the triangle. Repeat these steps with the **Universe** layer - add layer mask to the layer and fill it with black on the layer mask on the parts of the galaxy triangle.



Next, switch to the copy layer ('**Main Image Copy**') and right click on it. Go to '**Add layer mask**' and select White again for the '**Initialize Layer Mask to:**' **option** . Select the **brush** tool and choose black as the foreground color.

Can bring some brighter colors back into the parts of the subject, including hair and skin. This will help the subject stand out in the picture. Draw on these areas with a layer mask, this will make the image layer below adjusted earlier look brighter. Draw on the smoke coming from the flares to help them light up a bit. It is possible to adjust the size of the brush while drawing using the left and right brackets on the keyboard **('[**' and '**]').**

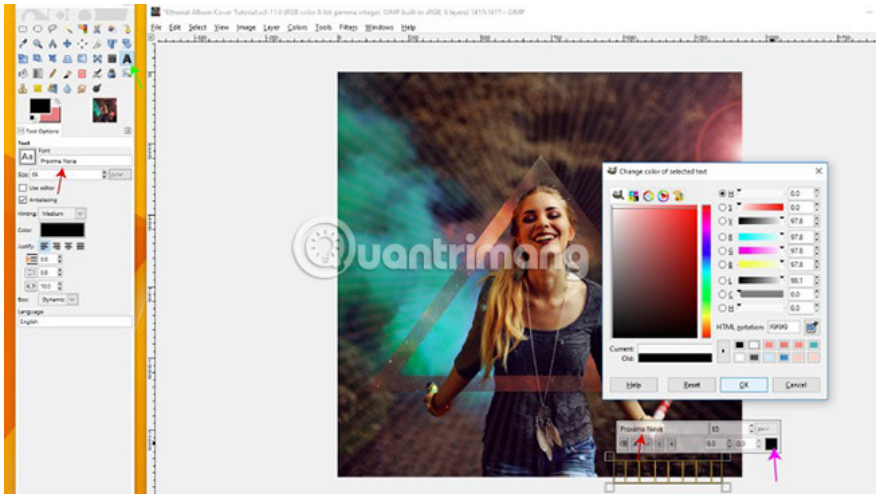


Create Lens Flare

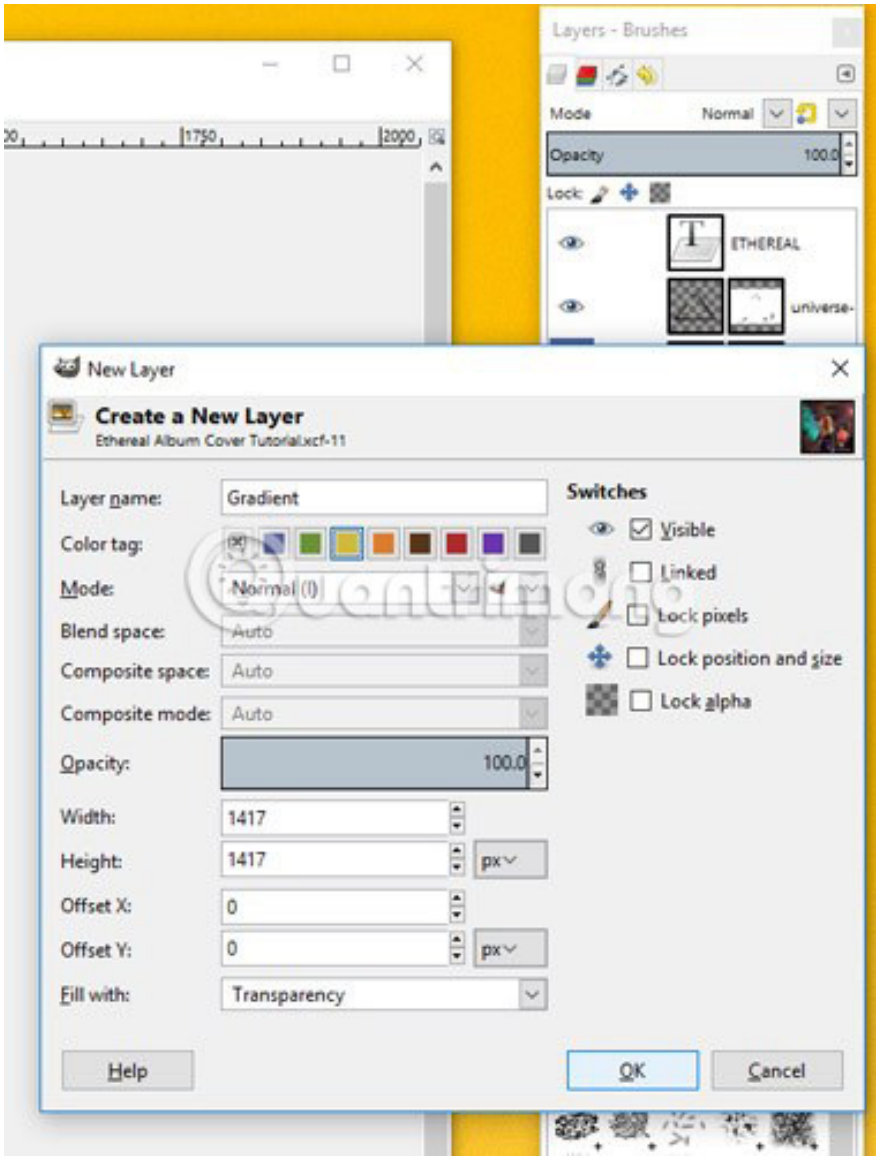
Now, create a **Lens Flare.** With the copy layer selected (not the layer mask), go to **Filters> Light and Shadow> Lens Flare** . Positions **X** and **Y** in the example are **.846** and **.199.** Users may need to unlock chain links to keep X and Y values ??automatically adjusted together. Click **OK** to display **Lens Flare** .

Choose the appropriate size

Next, cut the composition to match the typical size of the album cover or any size you want. Select the **Crop** tool and under **Tool Options,** set the **Fixed Aspect Ratio** to **1: 1** (another popular ratio is **1920 × 1080).** Click and drag the **Crop** tool **.** Users can click and drag the corners and outer edges of the outline crop to adjust its size and area. When the crop area is set, double-click the area to apply the crop operation. Go to **Image> Scale Image** to make sure the width and height are 4,724 inches - these are the standard sizes of album covers. Click **OK.** If the image is scaled down, the quality will drop a little but not significantly.

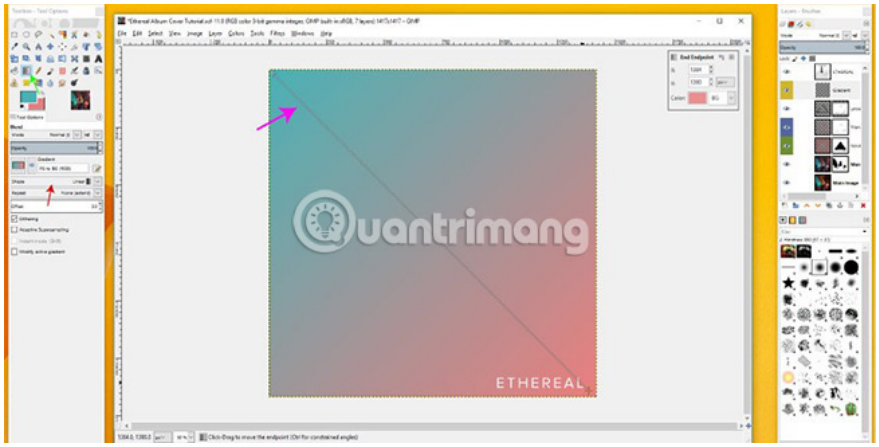


Select the **Text** tool and add text if needed.

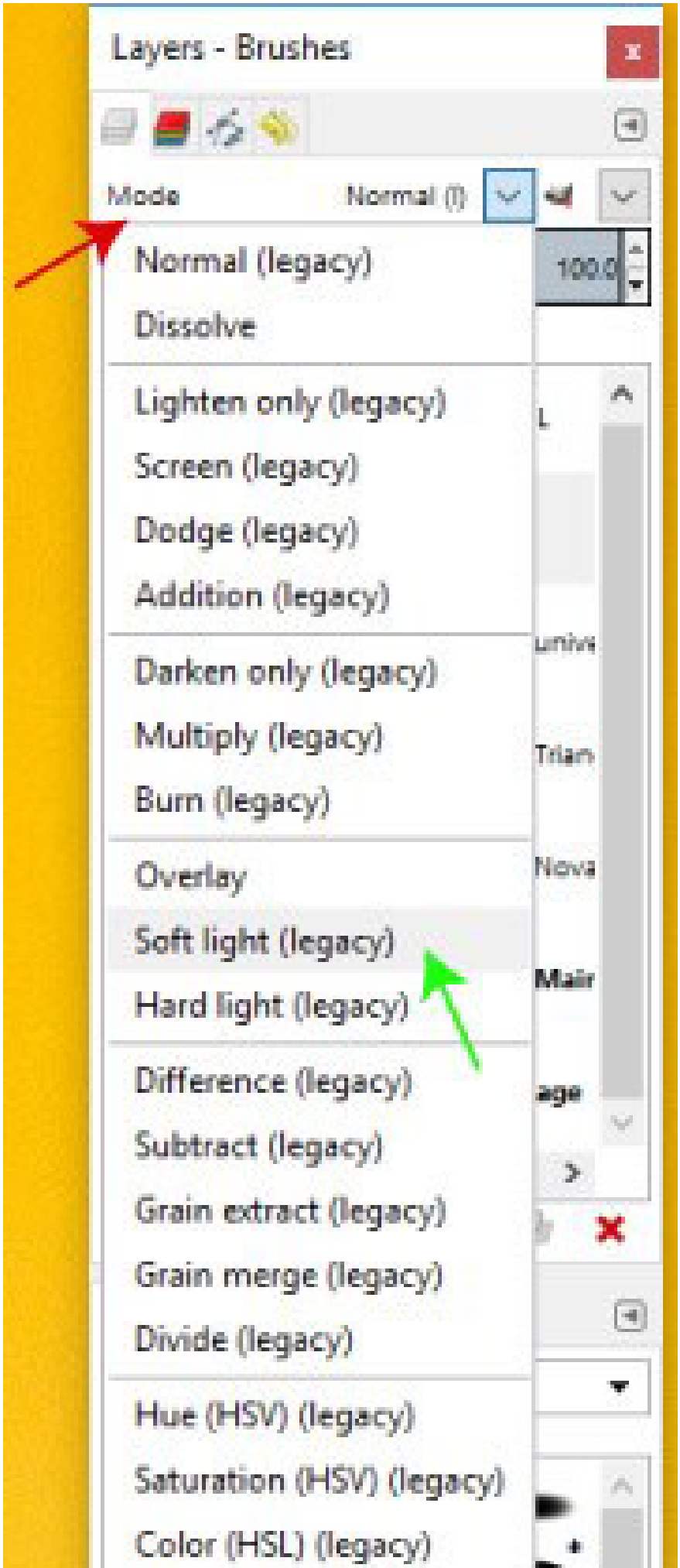


Create a Gradient layer

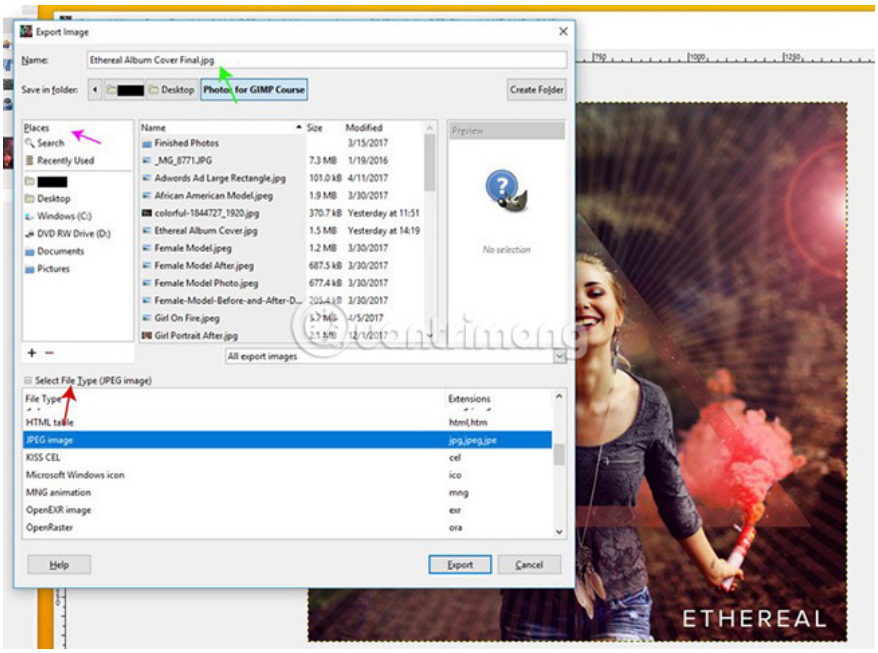
Finally, create a new layer and name it **Gradient.** Move this layer below the text layer by clicking and dragging it in the **Layers** panel **.**



Select the **Gradient** tool and select the blue and pink colors from the flares to make foreground and background colors (if not already blue, double-click the foreground color box, select the Eyedropper tool and select a blue area from the smoke created by the fire in the picture). With the **Gradient shape** set to **Linear,** click and drag the gradient from the top left corner to the bottom right corner. In GIMP 2.9.8, users can adjust the gradient directly on the canvas. When satisfied with the final position of the gradient, click another tool in the **Tool** panel to reinforce the changes to the gradient (ie click the Move tool). Remember that the gradient is still active until the user does this.


Layers - Brushes
Mode
Normal (l)
Normal (legacy)
Dissolve
Lighten only (legacy)
Screen (legacy)
Dodge (legacy)
Addition (legacy)
Darken only (legacy)
Multiply (legacy)
Burn (legacy)
Overlay
Soft light (legacy)
Hard light (legacy)
Difference (legacy)
Subtract (legacy)
Grain extract (legacy)
Grain merge (legacy)
Divide (legacy)
Hue (HSV) (legacy)
Saturation (HSV) (legacy)
Color (HSL) (legacy)

Change the mode of the Gradient layer to '**Soft Light**' .



Save and export files

Now export the image by going to **File> Export** if you saved it earlier or **File> Export As** . Select the **JPEG** file type in the **Select File Type** drop-down list. Users can change their file name and location to save the file, then click **Export.** Adjust the quality of the image and click **Save.**

Hope you are succesful.

See more:

1. 6 photo editing tips with GIMP
2. How to draw borders for text in GIMP